

Computer Architecture

Some questions & answers

Prof. Nizamettin AYDIN, PhD
naydin@yildiz.edu.tr

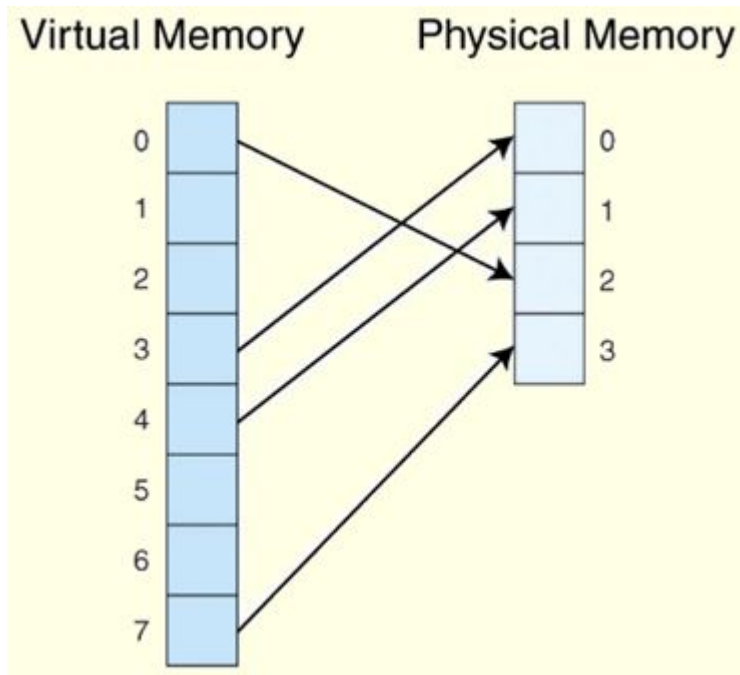
<http://www3.yildiz.edu.tr/~naydin>

Q48 – A48

- Suppose that a given process requires a **virtual address** space of 2^8 **words** and **physical addresses** in the computing system contain 7 **bits**.
- Assume also that pages are **32 words** in length
 - a.** How many **frames** does the **physical memory** has?
 - $2^7 / 32 = 128 / 32 = 4$ frames
 - b.** How many **pages** does the **virtual memory** has?
 - $2^8 / 32 = 256 / 32 = 8$ pages

Q48 – A48

- If some pages from the process have been brought into main memory as illustrated in the following figure,
- c.** what will be the contents of the **page table**?

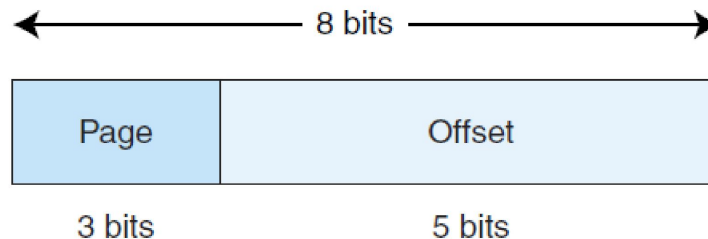


Page	Page Table	
	Frame #	Valid Bit
0	2	1
1	-	0
2	-	0
3	0	1
4	1	1
5	-	0
6	-	0
7	3	1

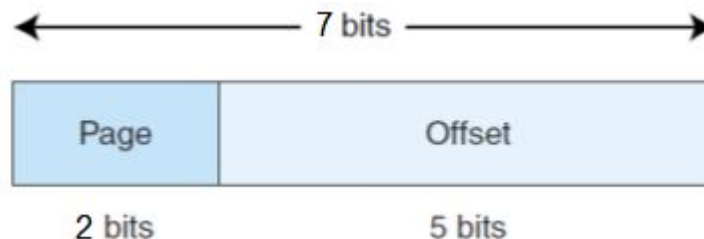
Q48-A48

- The logical page number is translated into a physical page frame through a lookup in the page table.

d. What will be the format for the **virtual address**?



e. What will be the format for the **physical address**?

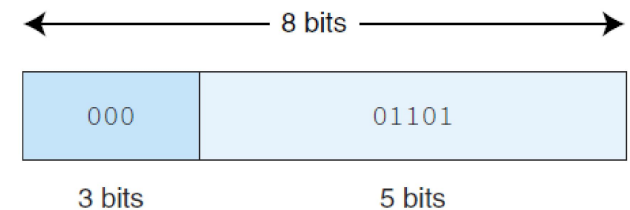


Q48-A48

- Suppose the system now generates the virtual address $13_{10} = 0D_{16} = 00001101_2$.

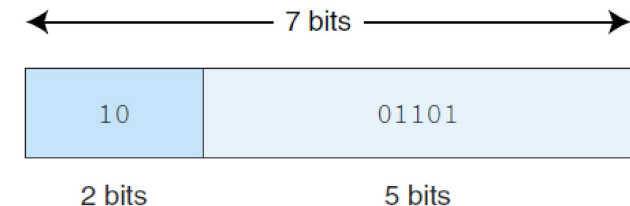
f. What will be the values of page field and offset field of virtual address?

- the page field = 0 = 000_2
- the offset field = 13 = 01101_2



g. What will be the values of frame field and offset field of physical address?

- the frame field = 2 = 10_2
- the offset field = 13 = 01101_2



Q49

- The following code is a part of an assembler program written for a three address machine type processor.

I1: ADD	R7, R5, R6
I2: MUL	R8, R7, R4
I3: ADD	R4, R2, R1
I4: DIV	R8, R1, R3

- Identify the type of all possible dependencies in this code.
 - true data or write-read dependency
 - output or write-write dependency
 - antidependency or read-write dependency

A49

- True data or write-read dependency : I1, I2 (R7, R7)
 - I1: ADD R7, R5, R6
 - I2: MUL R8, R7, R4
 - I3: ADD R4, R2, R1
 - I4: DIV R8, R1, R3
- Output or write-write dependency : I2, I4 (R8, R8)
 - I1: ADD R7, R5, R6
 - I2: MUL R8, R7, R4
 - I3: ADD R4, R2, R1
 - I4: DIV R8, R1, R3
- Antidependency or read-write dependency : I2, I3 (R4, R4)
 - I1: ADD R7, R5, R6
 - I2: MUL R8, R7, R4
 - I3: ADD R4, R2, R1
 - I4: DIV R8, R1, R3